

is not required.

### 6-01 Austerlitz

- Entry Hex C should be the road entering at A63.07
- In scenario 7.3, Napoleon, the HQ, and the French Army supply set up in hex A28.29, not A28.28.
- In section 1.0, the Santon Redoubt is in A34.32, not A36.32 and the Sokolnitz Castle is in A17.29, not A17.30.
- In 1.0a, the sentence should begin "Only one infantry unit..."
- In scenario 7.5, the units told to be at "elevation 5 or lower" should be at "elevation 6 or lower."
- The Allied player is limited to no more than 5 full strength Skirmisher units at any one time. Note that two reduced strength skirmishers can replace one full strength one. This total is for the combined Russian-Austrian armies, not for each one separately.
- The Pheasant Garden consists of hexes B19.28, B19.29, and B19.30 only.

## GUDERIAN'S BLITZ-KRIEG and OCS v2.0

Since the release of the OCS v2.0 rules in **Enemy at the Gates**, we have been inundated with requests to upgrade **Guderian's Blitzkrieg** to the new rules. We are guessing this is evidence of the popularity of both **GB** and the new rules.

The following only attempts to retrofit the campaign scenario (Scenario 8) set-ups. The smaller scenarios will require a similar treatment. Use what we have done here as a guide to upgrading the other scenarios. Also included are the turns for Boyd's expansion (see OPS #12) on the turn record and reinforcement charts.

### General Notes

- The Soviet 14-4-3 Inf Div [32] received on Turn 5 is a new unit to be added to the countertermix.
- Exchange all old headquarters counters with their replacements. The Soviet 10th, 13th, and 24th Army HQs were not replaced as their values remain unchanged. The Soviet Cavalry Corps HQs have been eliminated from the countertermix.
- Soviet artillery and katyusha brigades are *regimental* size for Barrage Supply costs.
- Artillery units do *not* pay fuel supply costs for movement when in combat mode.
- Soviet Tank divisions cost 1 SP to fuel for a turn, or 1T per step to fuel for a phase. Soviet Semi-motorized divisions are covered by Series rule 11.5c B.
- All German organic trucks enter as reinforcements fully loaded with supply. They can start set up with any element of their division. There are 7 SPs that can begin Scenario 8 set-up "anywhere", including on the initial organic trucks.
- Initiative—the German player has the choice of being first or second on turns 1 through 3, inclusive.
- Reserve Markers—the Germans get 25 reserve markers and the Soviets get 15.
- During **Rasputitsa**, extenders (truck and wagon) have a 5 MP range limit. During **Deep Snow**, extender ranges are halved. It costs one half of the *available* movement to

## Turn Record and Weather Tracks

Turn	Dates	4th PzGrp	Light	Deep
		Failure	Rain	Freeze
1	21-23 Sept	-	64-66	-
2	24-27 Sept	-	61-66	-
3	28-30 Sept	-	63-66	-
4	1-4 Oct	-	62-65	-
5	5-7 Oct	-	64-66	-
6	8-11 Oct	-	62-66	-
7	12-14 Oct	6	61-65	-
8	15-18 Oct	-	56-64	-
9	19-21 Oct	6	21-35	-
10	22-25 Oct	6	32-46	-
11	26-28 Oct	5-6	25-33	-
12	29 Oct-1 Nov	5-6	32-56	66
13	2-4 Nov	4-6	25-55	66
14	5-8 Nov	5-6	34-63	65-66
15	9-11 Nov	n/a	41-53	36-66
16	12-15 Nov	-	44-56	42-66
17	16-18 Nov	-	33-46	51-66
18	19-22 Nov	-	36-51	41-66
19	23-25 Nov	-	41-53	31-66
20	26-29 Nov	-	41-53	35-66
21	30 Nov-2 Dec	-	34-46	31-66
22	3-6 Dec	-	34-46	21-66
23	7-9 Dec	-	34-46	15-66
24	10-13 Dec	-	34-46	14-66
25	14-16 Dec	-	34-46	13-66
26	17-20 Dec	-	34-46	12-66
27	21-23 Dec	-	43-55	Dp Frz
28	24-27 Dec	-	43-55	Dp Frz
29	28-30 Dec	-	43-55	Dp Frz
30	1 Dec-3 Jan	-	43-51	Dp Frz
31	4-6 Jan	-	32-46	Dp Frz
32	7-10 Jan	-	32-46	Dp Frz
33	11-13 Jan	-	32-46	Dp Frz
34	14-17 Jan	-	24-46	Dp Frz
35	18-20 Jan	-	35-53	Dp Frz
36	21-24 Jan	-	35-53	Dp Frz
37	25-27 Jan	-	34-56	Dp Frz
38	28-31 Jan	-	34-56	Dp Frz

Notes:

- Roll separately for *Light Rain* and *Deep Freeze*.
- When rolling for *Light Rain*, a die roll within the listed range gives a "light rain/overcast" result. A die roll greater than the listed range gives a "heavy rain/snow" result. A die roll less than the listed range gives a "no weather effects" result.
- Unless noted otherwise, the *Weather* and *Conditions* results, effects, and progressions remain unchanged.

## Additions/Changes to the Terrain Effects Chart

Movement			Combat			
Track	Truck	Leg	Line	Armor	Mech	Other
3	2	1	Major City	Extrm Close	x1/3	[x1/2] x1
2	1	1	Minor City	Very Close	x1/2	[x1/2] x1
			Village	Close	x1	x1
+2	+4	+1	Moscow Defense Hex	Close	(defence x2)	
5	6	3	Frozen Swamp	Close	x1/2	[x1/2] x1
+4	+6	+2	Frozen Major River	ot	[x1/2]	[x1/2]
+2	+3	NE	Frozen Minor River	ot	[x1/2]	x1

**Minor Cities:** Roslavl, Yel'nya, Spas-Demansk, Vyz'ma, Kaluga, Mozhaysk, Serpukhov, Podolsk, Kursk

convert to/from extender mode.

- Use the Common Rebuild Tables as provided in the game with only two changes. Reduce the truck point costs for rebuilding motorized infantry regiments—semi-mot now costs 0 truck points + 2T and fully-mot now costs 1 truck point + 2T. A RR Bn costs the same as a Rgt.
- Optional, but recommended—at start, headquarters must be set up to provide supply to all attached units.
- Rule 2.2 **The Withdrawal of the 4th Panzer Group**—add "1x RR Battalion" to the list of units to be withdrawn.
- Rule 2.5 **German Rail Capacity**—has been reduced to 12, and 4 after Deep Freeze begins.
- Use of optional rule 2.9 **German Truck Attrition** is highly recommended—a die roll of 11+ on two dice eliminates one truck point from the stack.
- Rule 3.3 **Katyusha Brigades**—do not withdraw these units after firing. Use the new barrage supply costs instead.
- Rule 3.5 **Soviet Rail Capacity**—Soviet rail cap is now 22.
- Ignore rule 3.7 **Mass Surrenders**—use the new attrition tables only.
- Rule 3.9 **Moscow Defense Zones**—These fortifications are permanent map features, and may not be built or destroyed during play. These fortifications *double* the defense strength of units in the hex, and may be used by either side defending the hex from any direction. The effectiveness of the fortifications can be increased by building hedgehogs in the same hex.
- Two rail lines should be added to Map B to connect it with Map A of **EatG**. From B17.03 [Sumy] to 18.02, 19.02, 20.01, 21.01 and off the south map edge. From B26.10 to 26.09, 26.08, 26.07, 26.06, 26.05, 26.04, 26.03, 26.02, 26.01 and off the south map edge.
- Likewise, the road to Sumy continues from B17.03 to 18.03, 19.04, 20.03, 21.03, 22.02, 23.02, 24.01 and off the south map edge.
- Place **EatG** Map A over **GB** Map B—this will take care of the differences along the Don River south of Voronezh.
- For playing Boyd's variant, we have provided a limited number of Alert Bns. The countertermix of 24 Alert Bns on the **Repl/Variant** countersheet is *not* intended to be a game limit.
- "Damaged" rail hexes in v2.0 are the same as "destroyed" rail hexes in the 1st edition series rules.
- German supply points received from the Variable Reinforcement Table may still be entered at any German controlled village or city hex.
- For starting scenarios other than #8, multiply any listed supply points by ".4" [ie.—an 18 SP dump would be reduced to 7 SP, 1T]. This is to be used as a general guideline only... you and your opponent should take a couple of minutes to ensure that no anomalies exist for either side.